

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (Original): A game device comprising:
 - secondary play candidate data storage means for storing secondary play candidate data containing one or a plurality of game data used in playing a game and a name for the game data;
 - primary play candidate data name selection means for selecting one or a plurality of game data names from secondary play candidate data stored in the secondary play candidate data storage means as one or a plurality of primary play candidate names;
 - primary play candidate data storage means for storing primary play candidate data including primary play candidate data name information for displaying said one or a plurality of primary play candidate data names selected by the primary play candidate data name selection means;
 - primary play candidate data name display means for displaying said one or a plurality of primary play candidate data names selected by the primary play candidate data name selection means based on primary play candidate data name information;
 - play target data name selection means for selecting one or a plurality of game data names from primary play candidate data names displayed by the primary play candidate data name display means as one or a plurality of play target data names;
 - play target data acquisition means for acquiring game data relating to said one or a plurality of play target data names selected by the play target data name selection means as play target data; and

game control means for controlling a game based on game data acquired by the play target data acquisition means.

2. (Original): The game device of claim 1, wherein

primary play candidate data stored in the primary play candidate data storage means contains a game data name taken as the primary play candidate data name information and contains game data itself relating to at least part of the game data name.

3. (Original): The game device of claim 2, further comprising

secondary play candidate data deletion means for deleting game data corresponding to primary play candidate data stored in the primary play candidate data storage means and the game data name from the secondary play candidate data storage means.

4. (Original): The game device of claim 2 or claim 3, further comprising

primary play candidate data collective reading means for collectively reading primary play candidate data stored in the primary play candidate data storage means, wherein

the primary play candidate data name display means displays the game data name included as primary play candidate data name information in primary play candidate data collectively read out by the primary play candidate data collective reading means as the primary play candidate data name to be displayed based on the primary play candidate data name information, and

the play target data acquisition means acquires game data from the primary play candidate data collectively read out by the primary play candidate data collective reading means.

5. (Canceled).

6. (Original): An information storage media storing a program for having a computer to function as:

secondary play candidate data storage means for storing secondary play candidate data containing one or a plurality of game data used in playing a game and a name for the game data;

primary play candidate data name selection means for selecting one or a plurality of game data names from secondary play candidate data stored in the secondary play candidate data storage means as one or a plurality of primary play candidate data names;

primary play candidate data storage means for storing primary play candidate data including primary play candidate data name information for displaying said one or a plurality of primary play candidate data names selected by the primary play candidate data name selection means;

primary play candidate data name display means for displaying said one or a plurality of primary play candidate data names selected by the primary play candidate data name selection means based on primary play candidate data name information;

play target data name selection means for selecting one or a plurality of game data names from primary play candidate data names displayed by the primary play candidate data name display means as one or a plurality of play target data names;

play target data acquisition means for acquiring game data relating to said one or a plurality of play target data names selected by the play target data name selection means as play target data; and

game control means for controlling a game based on game data acquired by the play
target data acquisition means.

7. (Original): A control method for a game device comprising:

a secondary play candidate data storage step of storing secondary play candidate data
containing one or a plurality of game data used in playing a game and a name for the game data
in a non-volatile storage device;

a primary play candidate data name selection step of accepting selection of one or a
plurality of game data names from secondary play candidate data stored in the non-volatile
storage device as one or a plurality of primary play candidate names;

a primary play candidate data storage step of storing primary play candidate data
including primary play candidate data name information for displaying said one or a plurality of
primary play candidate data names selected in the primary play candidate data name selection
step in the non-volatile storage device;

a primary play candidate data name display step for displaying said one or a plurality of
primary play candidate data names selected in the primary play candidate data name selection
step based on primary play candidate data name information;

a play target data name selection step for accepting selection of one or a plurality of game
data names from primary play candidate data names displayed in the primary play candidate data
name display step as one or a plurality of play target data names;

a play target data acquisition step for acquiring game data relating to said one or a
plurality of play target data names selected in the play target data name selection step as play
target data; and

a game control step for controlling a game based on game data acquired in the play target data acquisition step.

8. (Original): A game distribution method for distributing a program collectively or divided into parts, said program having a computer to function as:

secondary play candidate data storage means for storing secondary play candidate data containing one or a plurality of game data used in playing a game and a name for the game data;

primary play candidate data name selection means for selecting one or a plurality of game data names from secondary play candidate data stored in the secondary play candidate data storage means as one or a plurality of primary play candidate data names;

primary play candidate data storage means for storing primary play candidate data including primary play candidate data name information for displaying said one or a plurality of primary play candidate data names selected by the primary play candidate data name selection means;

primary play candidate data name display means for displaying said one or a plurality of primary play candidate data names selected by the primary play candidate data name selection means based on primary play candidate data name information;

play target data name selection means for selecting one or a plurality of game data names from primary play candidate data names displayed by the primary play candidate data name display means as one or a plurality of play target data names;

play target data acquisition means for acquiring game data relating to said one or a plurality of play target data names selected by the play target data name selection means as play target data; and

game control means for controlling a game based on game data acquired by the play target data acquisition means.

9. (Original): A game distribution device for distributing a program collectively or divided into parts, said program having a computer to function as:

secondary play candidate data storage means for storing secondary play candidate data containing one or a plurality of game data used in playing a game and a name for the game data;

primary play candidate data name selection means for selecting one or a plurality of game data names from secondary play candidate data stored in the secondary play candidate data storage means as one or a plurality of primary play candidate data names;

primary play candidate data storage means for storing primary play candidate data including primary play candidate data name information for displaying said one or a plurality of primary play candidate data names selected by the primary play candidate data name selection means;

primary play candidate data name display means for displaying said one or a plurality of primary play candidate data names selected by the primary play candidate data name selection means based on primary play candidate data name information;

play target data name selection means for selecting one or a plurality of game data names from primary play candidate data names displayed by the primary play candidate data name display means as one or a plurality of play target data names;

play target data acquisition means for acquiring game data relating to said one or a plurality of play target data names selected by the play target data name selection means as play target data; and

game control means for controlling a game based on game data acquired by the play
target data acquisition means.